Chapter 4

Using positive motivation to engage all students

Links

* **4.1:** [‘Talks to watch with kids’](http://www.ted.com/playlists/86/talks_to_watch_with_kids) – TED Talks playlist
* **4.2:** ['Teacher resources'](http://www.gpstheseries.com/en-us/teachers) – Global Problem Solvers
* **4.3:** ['Attribution theory (B. Weiner)'](http://www.instructionaldesign.org/theories/attribution-theory) – information from InstructionalDesign.org that provides a fuller discussion of attribution theory

Activity 4.2 answer key

See separate downloadable on the companion website.

Activity 4.3

* [‘Vygotsky’s zone of proximal development’](http://www.youtube.com/watch?v=0BX2ynEqLL4&feature=youtu.be) – YouTube

Activity 4.4

* [‘What if he falls? The terrifying reality behind filming "Free Solo"'](http://www.youtube.com/watch?time_continue=193&v=3-wjmIFlnNo) – YouTube

Further resources

* ['Getting started with metacognition'](https://cambridge-community.org.uk/professional-development/gswmeta/index.html) – Cambridge Assessment International Education; a very thorough overview of metacognition that also identifies four levels of metacognitive learners; it provides a useful framework for teachers
* ['STAD Example'](http://www.youtube.com/watch?v=ocJK7Rd0Hno) – YouTube; Stephen Harvey provides a good overview of how to apply STAD, and award and record the numbers involved in this engagement strategy
* ['Gamification in education: Four ways to bring games to your classroom'](https://tophat.com/blog/gamification-education-class) – Suzanne Holloway provides useful ways to think about and apply gamification at the classroom level
* ['Kialo'](http://www.kialo-edu.com/) – Kialo Edu; a visual-based collaboration app designed to help students develop their problem-solving and critical-reasoning skills by analysing and mapping the logical structure of a discussion, investigation or debate